



# TABLE DROP

1-4 Players

\$ 1

5-6 Players

\$ 2

7-10 Players

\$ 3

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## Poker basics:

The rules of how games are dealt, what hands beat what hands, poker according to Hoyle, Scarne, or whomever—don't change, even unto the 24<sup>th</sup> century. You won't find five-card draw in New York that different from five-card draw in Chico, or Redding.

To begin: A is for Ace-high, which means you don't have a pair or higher and the best card in your hand is an Ace. If no one else has a pair or higher, Ace-high is the best hand and will win the pot. If no one has an Ace, then King-high will win, and so on through Queen-high, Jack-high, etc. If you and someone else both have Aces, you compare the next highest cards. If you're still tied compare the third highest cards, and so on. If you're tied after the fifth card, call Guinness. (Ha-ha)

A complete hand is always composed of five cards. Here is the sequence of winning hands, in ascending order:

High card, or Ace-high  
Pair  
Two pair  
Three of a kind  
Straight  
Flush  
Full house  
Four of a kind  
Straight flush  
Royal straight flush

## General Rules

### Applying to all card games

Certain customs of card play are so well established that it is unnecessary to repeat them as part of the rules for each and every game. The following rules can be assumed to apply to any game, in the absence of any law expressly stating a different rule.

**The Pack**—The standard pack of 52 cards contains four suits, each identified by its symbol, or pip: shades (♠), hearts (♥), diamonds (♦), clubs (♣); and thirteen cards of each suit: ace (A), king (K), queen (Q), jack (J), 10, 9, 8, 7, 6, 5, 4, 3, 2. Wherever the pack used for a game is stated to be "52 cards," reference is to this standard pack.

A fifty-third card—the joker—and a fifty-fourth card, which may be used as an extra joker, are usually packed with the standard 52-card pack and may become part of the pack if the rules of the game require it. Angie's has no games requiring the use of a joker in the deck.

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**The Draw**—Several methods are in use for determination of seats at the table, right to deal first, etc. The most common method is: The pack is shuffled and then spread face downward on the table, with the cards overlapping. Each candidate draws one card. We take the highest card and give you the dealer button. If we are drawing for seats we only spread the numbered cards. For the correct number of people your number is your seat. Example the 9 sits in seat 9, 7 in 7 etc. This is used in tournament play only. During live action you just pick a chair than high card for button.

**Rotation**—The right to deal, the turn to bet, the turn to play, all rotate clockwise, that is, from each player to his left-hand neighbor.

**The Shuffle**—Only the dealer is allowed to shuffle the pack. Divide the pack, face down, into two piles of roughly the same size. Place them both on the table and bring together the corners only. Holding down each portion with your fingers, bend up the corners with your thumbs. Slide the two portions a little closer together so that they interlock. Let the cards riffle downwards. They will fit together as though mashed, and the cards will be mixed. Now relax the pressure of your fingers on the cards and slide the two portions of the pack together. A shuffle of this sort should be made at least three, but no more than five times. Thus making sure the pack is mixed thoroughly. A shuffle can also contain a riffle, overhand shuffle, wash, and a milking. A table shuffle is sometimes appreciated by the players as well.

**The Cut**—Cutting is the act of dividing the packet into two packets and transposing the bottom packet to the top. The dealer lifts a packet from the top and sets it down beside the bottom packet. The dealer then completes the cut by placing the bottom packet on top of the other.

**The Deal**—In all games the first card goes to the hand to the left of the button, and the cards are distributed in clockwise rotation. There is variance in the number of cards dealt to each player. The number is expressly stated in connection with every game. The dealer should be able to cut the cards, complete the cut, and shuffle the pack in the manner of the best players.

**Changing The Pack**—A pack containing a distinguishable damaged card must be replaced. If a pack is found to be missing a card it must be replaced. Any player may ask for a pack to be changed at the end of any given hand. The dealer brings in two decks every half hour and can only change deck once in that time. If his deck is damaged he/she may call for a new deck.

**Card-Playing Etiquette**—An ability to play Poker is a social asset. To make the most of this asset one must be popular at the card table, and this depends even more upon good manners than upon skill as a player. Observance of the following principles will increase one's popularity as a card player.

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1. Sit erect at the table, maintain a quiet bearing, and avoid nervous habits. Sit back and wait until the deal is fully completed.
2. An inexperienced player, or anyone sitting in a game with better players, is likely to be nervous and uncertain. This feeling should be concealed as much as possible. The other players will prefer to have a bet or play made promptly even though it turns out to be wrong, than to have anyone sit in long periods of indecision through fear. Nothing makes other players more uncomfortable than to have a player moan, "oh, dear, I just don't know what to do."
3. During the game, avoid conversation on matters not related to the game. This rule applies to everyone but Angie how talks incessantly (ha-ha but true).
4. Don't delay the game by discussing what should have happened or what might have happened on a previous hand. **Above all:** Don't express sympathy for a loser—including yourself when you are losing. When a hand has just gone very well for you, don't talk to anyone about it. Don't point out your opponents' mistakes to them.
5. When watching others play, make no comment and ask no questions.

**Poker Fundamentals for Beginners**—While Poker is played in innumerable forms, it is really necessary to understand only two basic things:

1. The values of the Poker hands.
2. The principles of betting in Poker.

A player who understands these can play without difficulty in any type of Poker game.

**Object of the game**—To win the pot. The pot is composed of all bets made by all players in and one deal. Each bet means that the player thinks or hopes he has the best hand. When every player has bet as much as he wants to, or as much as is allowed, the players show their hands and the best hand wins the pot.

**The Poker Hands**—A Poker hand consists of five cards. The value of a hand depends on whether it contains one of the hands listed above.

**How the Betting Works**—In the course of each Poker deal, there will be one or more *betting intervals* in which the players have an opportunity to bet on their hands.

Each betting interval begins when any player in turn makes a bet of one or more chips. Each player in turn after him must either *call* that bet (by putting into the pot the same number of chips); or may *raise*, which means that he puts in more than enough chips to call; or may *drop*, which means that he puts no chips in the pot, discards his hand, and is out of the betting until there is another deal and he receives a new hand.

When a player drops, he loses all chips he has previously put into that pot. Unless a player is willing to put into the pot at least as many chips as any player before him has put in, he must drop.

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A betting interval ends when the bets have been equalized—that is, when each player has put into the pot exactly as many chips as each other player, or has dropped. There are usually two or more betting intervals for each Poker deal. After the final betting interval, each player who has met all the bets shows his hand face up on the table, and the best Poker hand takes the pot. This is called the *showdown*. Player may be declared all in if he runs out of chips. He no longer has to match the previous bet and does not have to drop this is called **ALL IN**. An all in player can only win the portion of the pot he/she has called. This is called a side pot and the dealer will keep the pot separate.

If at any time a player makes a bet or raise that no other player calls, that player wins the pot without showing his hand.

**Check**—This is a Poker term that means the player wishes to remain in the pot without betting. In effect, it is “a bet of nothing.” A player may check provided no one before him in the betting interval has made any bet. If any other player has bet, he must at least call the bet or drop. If all the players check, the betting interval is over.

In each betting interval, one player is designated as the first bettor, according to the rules of the game. The turn to bet moves from player to player to the left, and no one may check, bet or even drop, except when his turn comes. This is called betting and acting in turn and is enforced by any dealer. When it is your turn you must check, bet, fold, or call. A check can either be verbal as in **I CHECK** or it may be physical as in a tapping of your chips, cards, and hand onto the table. The dealer tries to make eye contact with the player who is to act. The dealer waits for a verbal or a physical check to be made before moving onto the next player. If the dealer is not sure you made a physical check he will ask is that a check before moving on.

### Listed Rules of Play For Each Game:

**Seven Card Stud (High)**—Straight seven-card stud use to be the most popular form of poker. Each player gets two cards facedown, then a third one up. There is a round of betting, led off by the player not on the button and next to the big blind. We do this so our blinds remain the same for all games. Most clubs allow the low card to open. We found this to be too confusing on the dealer's choice nights so we do it the same for all games. The third card is dealt to the left of the button always leads the betting.

Three more rounds of up cards follow, each round punctuated by a round of betting, led by the high hand showing. The seventh and final card is dealt down, followed by a final round of betting. At the end of the hand, the players who haven't folded each will have seven cards—three down and four up. Each player then turns over his/her hand and a winner is declared. Highest hand wins the pot and all hands speak for themselves. The player only uses five cards from his/her hand.

**Seven Card Stud (High-Low Split)**—The basic idea of High-Low Poker is that the best Poker hand and the worst poker hand split the pot. Any form of Poker may be played high-low, but the most popular is seven-card stud. In a high-low split game there are usually two winners of the pot, the player with the highest hand taking one-half the pot and the player with the lowest hand taking the other half, the high hand taking the odd chip if the pot will not divide evenly. But in some cases there may be a single winner. Each player in the showdown may select any five of his cards as a high hand and any five as his low hand; he/she may win both ways and take the entire pot. The best low hand is a bicycle or A-2-3-4-5. As in Seven card stud high only a hand speaks for itself. This is played with an 8 qualifier. The highest low hand allowed in seven-card stud would be 8-7-6-5-4. No pairs are allowed although straights and flushes do not count against your low hand.

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**Texas Hold-Em (High)**—This is a community game. In Texas Hold-Em, each player gets two down cards. After the cards are dealt, there is a round of betting. Then three of the community cards are exposed at one time, called the "three-card flop." After a round of betting, the fourth card, called "Fourth Street," is turned, (also called the "Turn card") followed by another round of betting, then the fifth card, called "Fifth Street," (also called the "River card"). Fifth Street is followed by a final round of betting. Players use any five of the community cards and one, two, or none of their hole cards to make a five-card hand. It's an all high game. The winner is determined by the player holding the highest poker hand. All hands speak for themselves. This is the game played most often at Angie's and is the easiest to teach. It is also the game we play for our weekend tournaments at 6P.M. and our new day time tournament at 11A.M.

**Omaha (High only)**—This is the second most popular hold-em game. The layout is essentially the same as that of Texas Hold-Em, except each player gets four hole cards. Hands must be made up of two of the hole cards and three of the community cards. The hand speaks for itself and the highest hand wins the pot. NOTE; PLAYER MUST PLAY TWO CARDS FROM HAND AND THREE FROM THE BOARD.

**Omaha (High-Low split)**—This is the same game as above only it has a low hand. We play it with an 8 qualifier for the low side and all rules apply. You may use two cards from your hand for high and two cards for low. You may even use the same cards for high and low. Such as: A-2-3-4-5 could win for best high and low hand. High hand wins one-half the pot and low takes the other half. High hand gets any odd chip if the pot does not split equally. The hands speak for themselves. The best low hand possible is A-2-3-4-5. The highest low hand possible is 8-7-6-5-4. This game is no longer very popular and is only played on Wednesdays at Angie's

**Five Card Draw**—This game is only played during Dealer's Choice nights. Each player receives five cards, all dealt face down, one at a time, in rotation beginning at the dealer's left.

Upon completion of the deal there is a betting interval. The player at the dealer's left has the first right or obligation to bet.

When the first betting interval is ended, each active player in turn,, beginning with the active player at the dealer's left, may discard one or more cards and the dealer then gives him/her, from the top of the undealt portion of the pack, face down, as many cards as she/he discarded. This is the *draw*. A player may, if he/she wishes, *stand pat* (draw no cards). If a player wants five cards he may only receive four and then all other players must receive their cards then a fifth card may be given to the player. This is to insure the safety and honesty of the game. No five cards can be dealt to a player in a row off the deck it must be interrupted.

After the draw, there is another betting interval, followed by a showdown. It doesn't get much easier than this. The best Poker hand wins and all hands speak for themselves.

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**Five Card Stud**—A dealer gives each player a face-down card and then each player a Face-up card. The first betting interval then begins. In the first betting interval, the player to the left of the dealer and not on a blind is first to act.

The first better in each additional interval is the player with the highest card or the highest Poker combination showing. If two or more players are tied for highest, the one nearest the dealer's left (that is, the one dealt first) is the first better.

Following the first betting interval, the dealer gives another face-up card to each active player in rotation; there is another betting interval, another round of face-up cards to the remaining active players, another betting interval, then a final round of face-up cards and a final betting interval, there is a showdown in which each player turns up his hole card. The best Poker hand is declared the winner and all hands speak for themselves. If a bet or raise goes uncalled in any betting interval, the pot is taken by the player not called and the deal passes in rotation.

A player who drops must immediately turn down all his face-up cards.

It is the dealer's duty, after each round of cards is dealt, to designate the first bettor (as by saying, "First king bets," "Pair of sixes bets," etc.); and, after the third and fourth face-up cards are dealt, also to indicate holdings that may become straights or flushes ("Possible straight," "Possible flush"). We play this with no more than 7 players so there are always enough cards. We use no community cards in five card stud. Again this is a game we have never played at Angie's but would like to reserve the right to do so.

**LowBall**—There are many ways to spell this and many names for it. Basically in lowball only low hands count; every pot is won by the lowest hand. The ace is always low; two aces are the lowest pair. Straights and flushes do not count, so the lowest possible hand is A-2-3-4-5 regardless of suits; this hand is called a "bicycle" or a wheel (named after Bicycle brand playing cards). The joker is added to the pack as the "bug," representing the lowest card not actually held in the hand (or the lowest card in your hand without pairing you). We add the joker only if playing a special lowball only game. This game is mostly played on Dealer's Choice night and no joker is added.

The betting starts on the second player from the left of the dealer (or on the player to the dealer's left not on a blind or ante). We play this at \$2-\$10, \$4-\$20 with a \$1 and \$2 blind. What that means is the player to the left of the dealer has a one dollar blind, the player to his left has a two dollar blind. To stay in the pot the player to his/her left must come in for at least \$4, raise, or pass. The game is "pass and out" before the draw. The blinds count toward meeting the bets of other players.

After the draw it is permissible to check. In some clubs (as at Angie's) you must bet a seven-high or better or lose all action after the draw. Which means if he/she calls a bet and loses, he loses everything; if he calls a bet and wins, the bettor withdraws his bet and the winner gets only the pot it was when he checked.

Five cards constitute a hand. More or less, hand is dead.

Card off table is dead. Card faced in deck is dead.

If a card five or under is faced by dealer before draw, player must accept it; six or over, he/she must take another card after the deal is completed. Card faced by dealer after the draw is dead and player receives additional card after players receive theirs.

Player must take number of cards he calls for. If he says "Give me two—no, I mean three," he still gets two. If he fouls his hand, hand is dead. Player may draw up to five cards but can only receive four at once.

All players must keep cards at table level in sight. Hand held below table level is dead.

When players call for cards dealer "burns" (discards) top card face down and then fills player's requirements.

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